SPARTAN – SPECIAL WARFARE ASSET

CHARACTER INFANTRY – BUILD RATING 4

MOVE	SOAK	REACT	MELEE
6/12”	0	5/6	6

DAMAGE		
	6	6

WEAPONS	RANGE	ARC	AP	AT	AA
Small Arms	10/20”	ALL	10	9	7
Suppression (+3): Add 3 to all enemy Suppression Tests.					
Frag Grenades	6”/-	ALL	6	2	0
Blast: Ignore Terrain when determining Firepower Rating.					
Cooldown: May only fire once per Game Turn.					

UNIT LOADOUTS (SEE REVERSE SIDE)

Attachment (ALL)
Battle Hardened (6)
Commanding Presence (6”)
Fearless
Heroic Save (Legend)
Hijack

SPECIAL RULES

Weapon Drops: If a Spartan makes contact with a Supply Drop or Placed Objective they may elect to replace their Small Arms for one of the following for no additional cost:

Rocket Launcher	12/24”	ALL	4	9	12
Lock On: Gain +1 Firepower Rating when firing at Long Range.					
Devastating (FLY): Gain +1 Firepower Rating shooting at Flying Elements.					
Spartan Laser	10/20”	ALL	5	15	5
Devastating (ARM): Gain +1 Firepower Rating shooting at Armoured Elements.					

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TYPE

INFANTRY

ELEMENTS

1

POINTS

190

UNIT LOADOUTS

Attachment (ALL): May be Attached to Infantry and Armoured Units in the same Battle Group.
Battle Hardened (6): Re-roll up to 6 failed Melee Attack Dice.
Commanding Presence (6"): Increase all friendly Reaction Tests within 6" by 1. Reduce all friendly Suppression Tests within 6" by 1.
Fearless: Re-roll failed Suppression Tests. Second result must be accepted.
Heroic Save (Legend): Ignore Damage on a , or .
Hijack: May attempt to Hijack enemy Vehicles.

Spartans are biologically enhanced, cybernetically augmented super-soldiers who wear Mjolnir powered assault armour, which further amplifies their strength, speed, and resilience. While the Spartans were created to deal with colonial unrest, they now stand in the front lines of war against the Covenant as the UNSC's most elite force. Each Spartan is a hyper-lethal special forces operative, capable of wielding every vehicle and weapon in the Covenant and UNSC armoury and committed to the completion of their mission no matter the odds or opposition.

A single Spartan can sway entire campaigns – even their presence acts as a force multiplier by raising the morale nearby UNSC troops – though their numbers are too few to commit to any operation without significant tactical or strategic value.

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